



Systems programming

3 – SysML

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Bibliography

- Books
 - Practical Guide to SysML Systems Modeling Language - Sanford Friedenthal
 - Chapters 2, 3
 - SysML Distilled - Lenny Delligatti
 - Chapter 1, 2
- Tutorials
 - OMG Systems Modelling Language (OMG SysML™) Tutorial
September, 2009

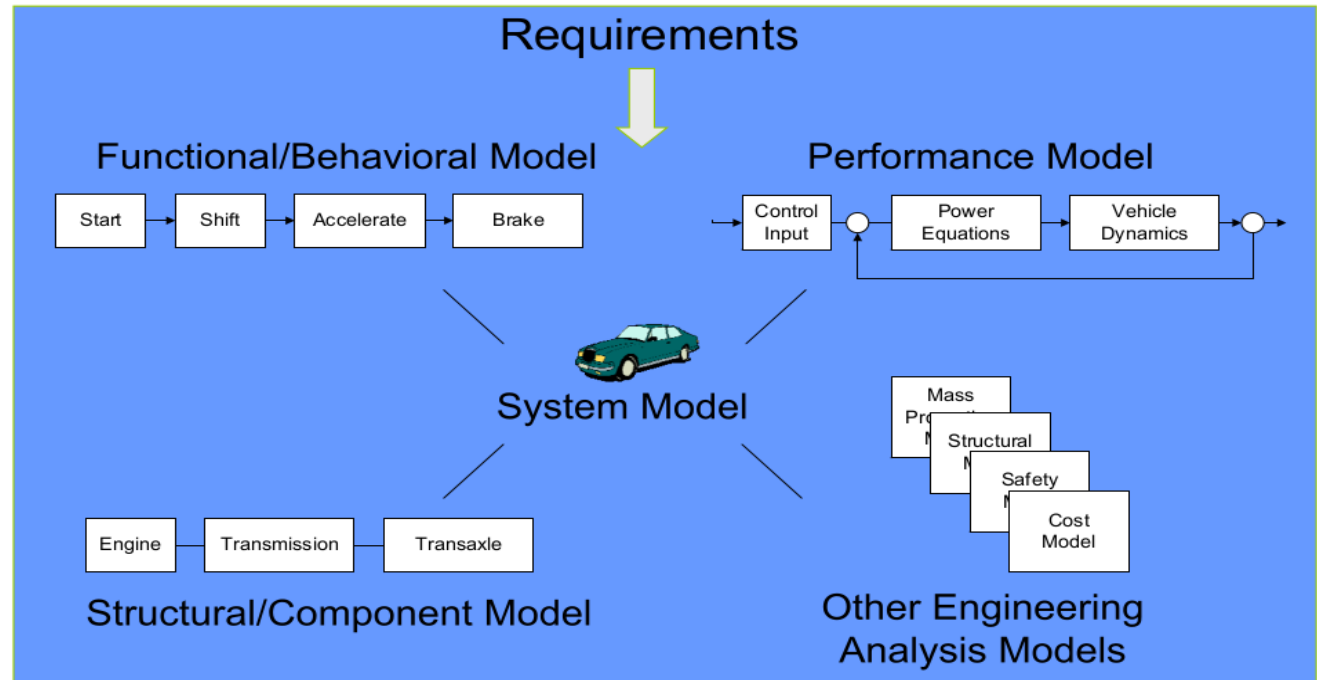


System description




How to describe system?


- Integrated models must address multiple aspects of a System







Model Based Systems Engineering

- Shared understanding of system requirements and design
 - Validation of requirements
 - Common basis for analysis and design
 - Facilitates identification of risks
 - Assists in managing complex system development
 - Separation of concerns via multiple views of integrated model
 - Supports traceability through hierarchical system models
 - Facilitates impact analysis of requirements and design changes
 - Supports incremental development & evolutionary acquisition
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Model Based Systems Engineering

- Improved design quality
 - Reduced errors and ambiguity
 - More complete representation
 - Supports early and on-going verification & validation to reduce risk
 - Provides value through life cycle (e.g., training)
 - Enhances knowledge capture
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Model Based Systems Engineering

- Primary artifact is system model,
 - An integrated, coherent, and consistent view
 - Created using dedicated systems modelling tools
 - Other artifacts are secondary
 - Automatically generated from the system model
 - Using the same modelling tool
 - The system model serves
 - Central repository for design decisions
 - Each design decision is captured as
 - A model element (or a relationship between elements)
 - In a single place within the system model.
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Model Based Systems Engineering

- Modeling Languages (grammar)
 - a semiformal language that defines
 - the kinds of elements you're allowed to put into your model,
 - the allowable relationships between them,
 - And the set of notations you can use to display the elements and relationships on diagrams
- Modeling Methods
 - set of design tasks that a modelling team performs to create a system model
 - Design tasks that ensures that everyone on the team is building the system model consistently


Modelling Tools

- Designed to comply with the rules of modelling languages
- Enables the construction well-formed models
 - Based in those languages
- Modification an element on a diagram within a modelling tool,
 - modifying the element itself in the underlying model.
 - Instantaneously updated all the other diagrams with that element
- Different from from diagramming tools (Visio)
 - Diagramming tool
 - Creation of diagrams—shapes on a page.
 - No model underlying those diagrams with automated consistency

SysML



SysML

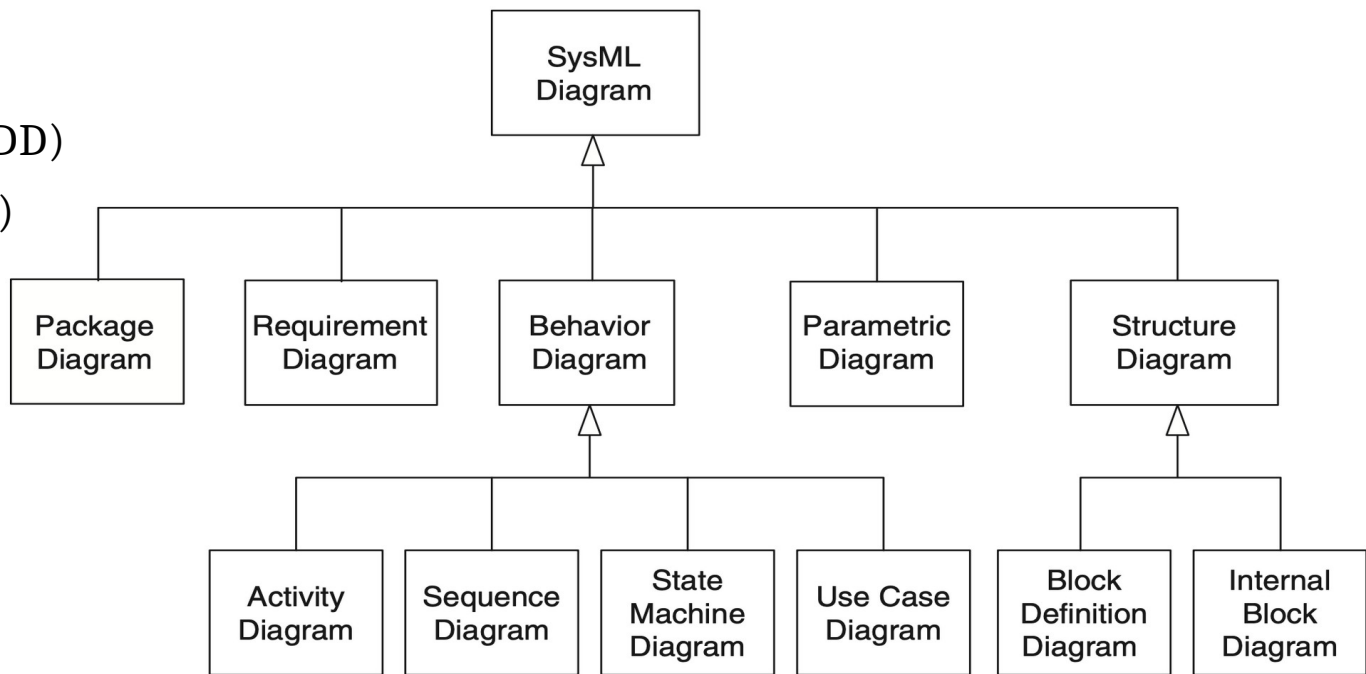
- A graphical modelling language
 - Supports
 - the specification, analysis, design, verification, validation of systems
 - Description of hardware, software, data, personnel, procedures, and facilities
 - Supports model and data interchange
 - via XML Metadata Interchange
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SysML

- Is a visual modelling language that provides
 - Semantics = meaning
 - Notation = representation of meaning
- Is not a methodology or a tool
 - SysML is methodology and tool independent
- Based in UML
 - Includes some types of models
 - Extends with new types of models

SysML Diagrams

- Structure Diagrams
 - Block definition diagram (BDD)
 - Internal block diagram (IBD)
 - Parametric diagram
 - Package diagram
- Behavior Diagrams
 - Use case diagram
 - Activity diagram
 - Sequence diagram
 - State machine diagram
- Requirements diagram



General Diagram Concepts

- Each diagram has
 - Frame
 - Header.
 - Contents area / “canvas”
- Header contains
 - Diagram kind
 - Model element type
 - Model element name
 - Diagram name
- A diagram of the model is never the model itself
 - it is merely one view of the model
- Diagrams should not attempt to convey every detail
 - the diagram would become unreadable
- If a feature doesn't exist in a diagram
 - it may be shown on another diagram or on no diagram at all.



SysML-Lite diagrams

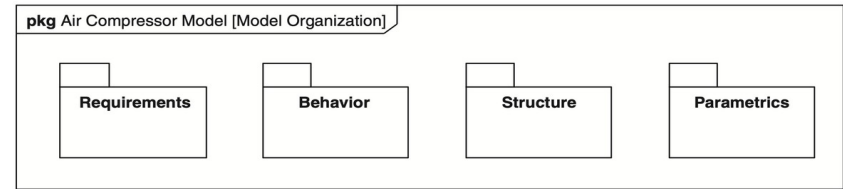


SysML-Lite Diagrams

- Simplification of SysML - Only 6 types of diagrams
- Block definition diagram
 - Represents the system hierarchy
- Internal block diagram
 - Represents the system interconnection
- Parametric diagram
 - Captures the relationship among system properties to support engineering analysis
- Package diagram
 - Captures the model organization
- Requirement diagram
 - Captures text-based requirements
- Activity diagram
 - Represent the behavior of the system and its components

Package diagram

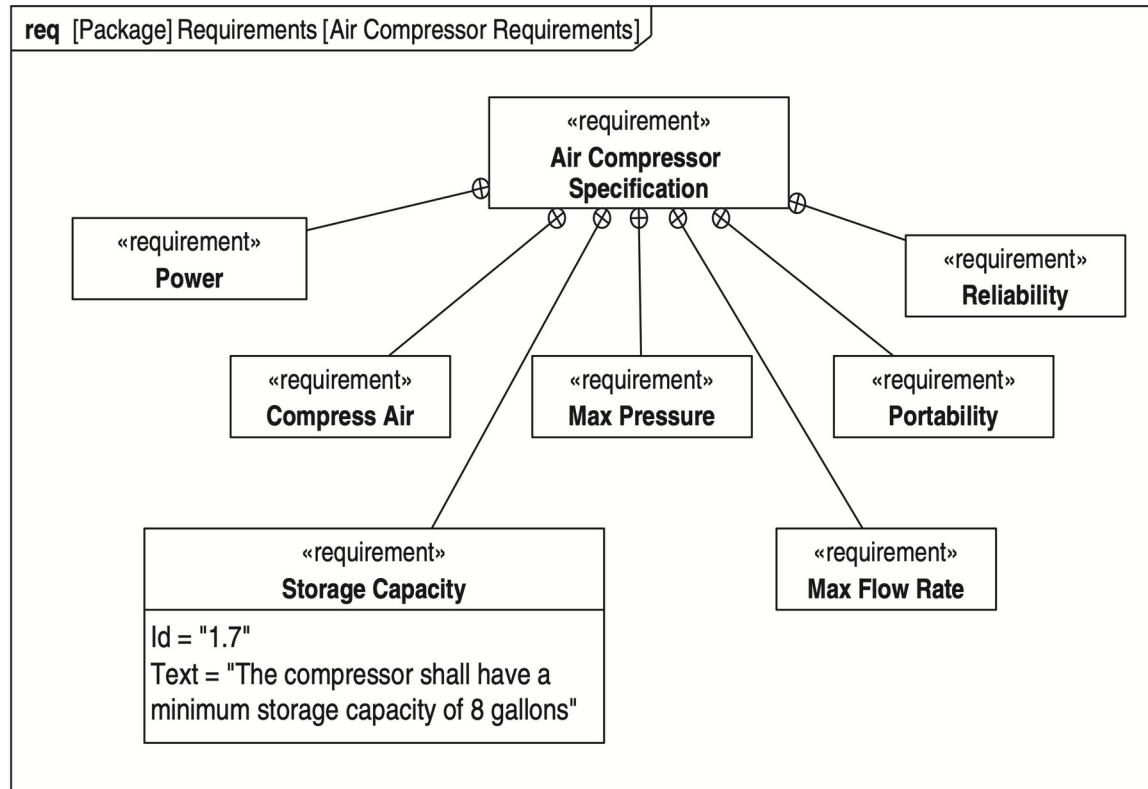
- Displays the way a model is organized
 - package containment hierarchy.
- May show
 - Models that each packages contain
 - Dependencies between packages
 - and their contained model elements.
- Represents the model organization
 - Not the system organization



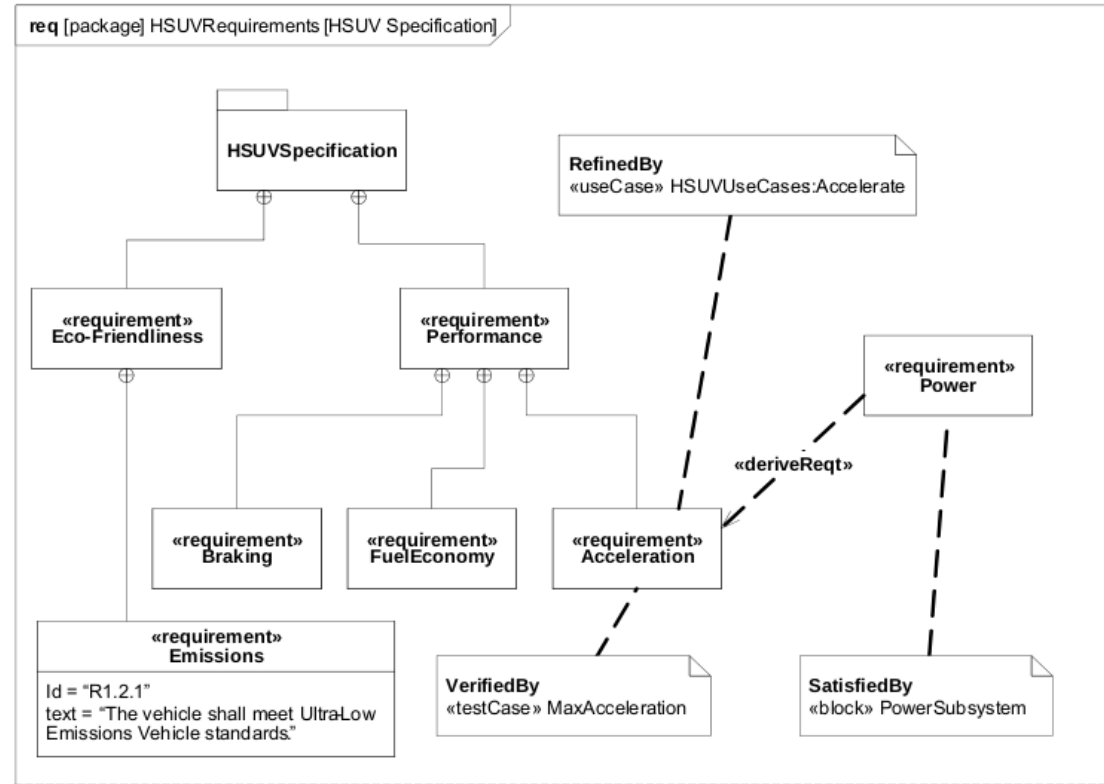
Requirement diagram

- Displays
 - Text-based requirements
 - the relationships between requirements (containment, derive requirement, and copy),
 - relationships between requirements and the other model elements
 - that satisfy, verify, and refine them.
- Objects in these models represents a text based requirement
 - Includes id and text properties
 - Can add user defined properties such as verification method
 - Can add user defined requirements categories
 - (e.g., functional, interface, performance)
- Requirements hierarchy can be defined

Requirement diagram



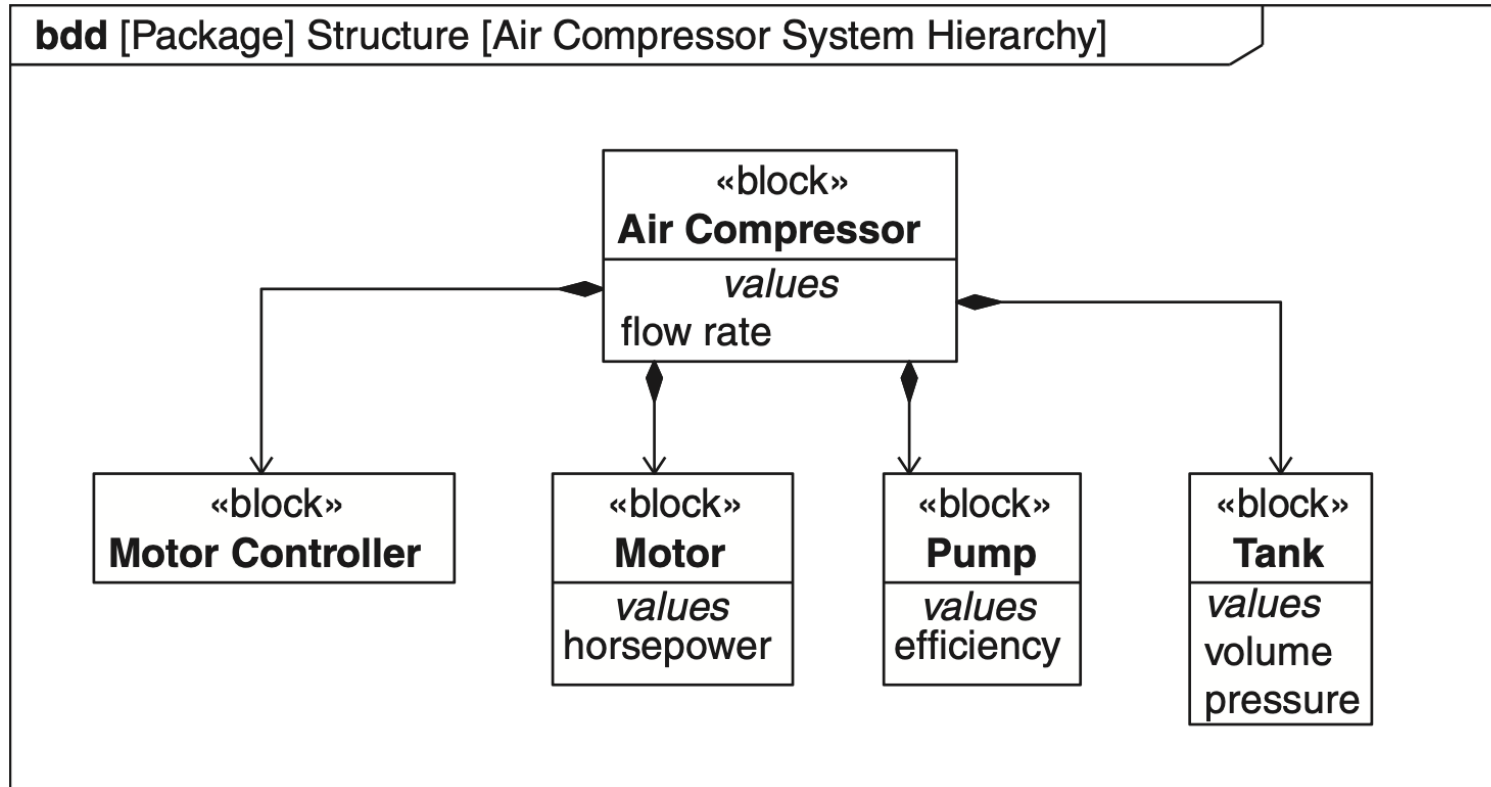
Requirement diagram



Block Definition diagrams

- Express the types of structures that can exist
 - internally within a system
 - externally in a system's environment.
 - Blocks
 - Entities (subsystems, components, ...) within the system or external environment.
 - Actors
 - someone or something that has an external inter- face with your system
- Block definition diagram describes the relationship among blocks
 - composition, association, specialization
 - Allow hierarchies and design to abstractions providing extensibility
- Do not represent how/what blocks interact

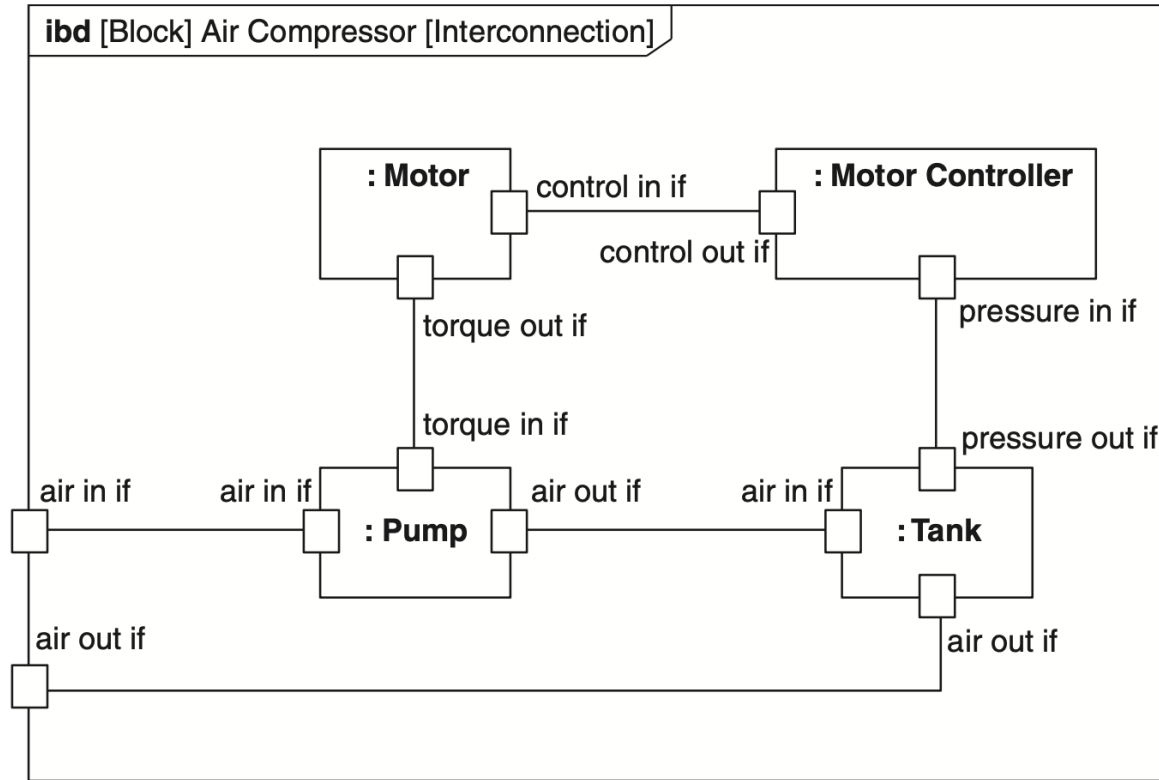
Block Definition diagrams



Internal Block Diagram

- Describing internal structure of each Block
- Block Definition Diagram (BDD)
 - Black box
- Internal Block Diagram
 - white-box
- Complements the information on a Block Definition Diagram
 - Presents connections between blocks
 - Describes the services that interact to one another
 - Defines types of matter, energy, and data that can flow among them across their connections.

Internal Block Diagram



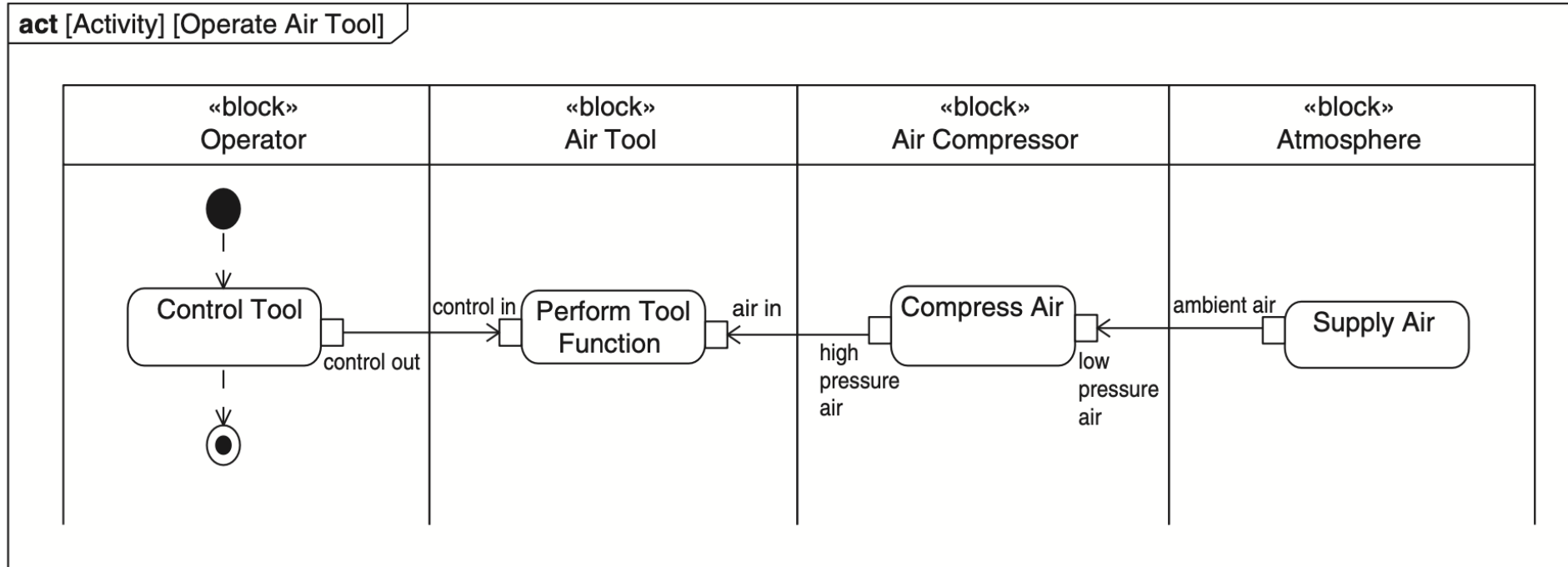
Activity diagram

- Express system's dynamic behavior
 - Focus on the flow of matter, energy, and data among a set of actions, whether sequential or concurrent.
- Each diagram represents one activity in the system
 - specifies transformation of inputs to outputs
 - through a controlled sequence of actions
- Express the order in which actions are performed,
 - they can optionally express which structure performs each action.
 - But do not offer any mechanisms to express which structure invokes each action
- Allows assignment of actions responsibility to specific structures within a system.

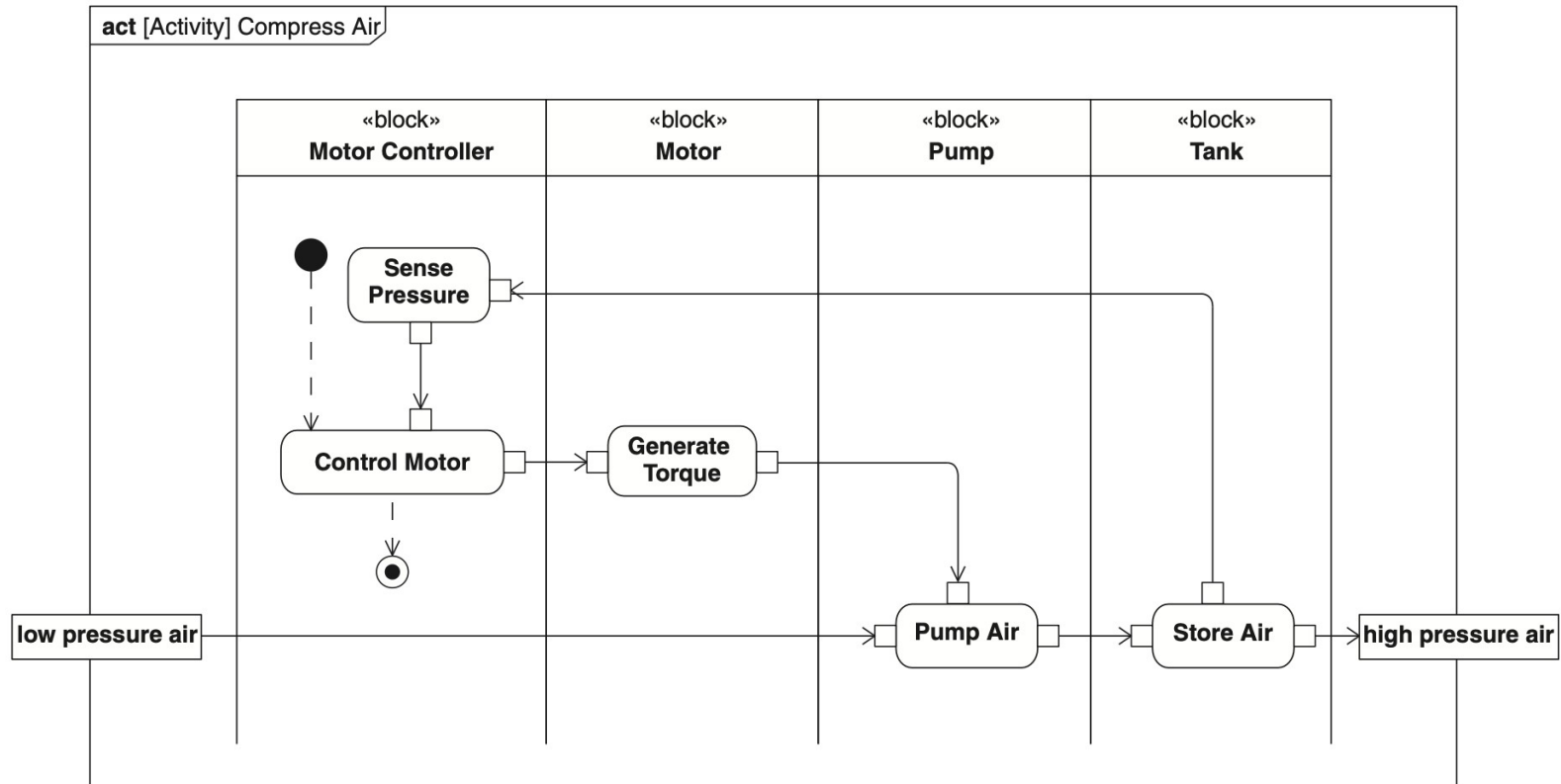
Activity diagram

- Can send signal actions and accept event actions
- Allows model asynchronous communication
- Allows wait time actions
 - to model behaviors that occur periodically
 - begin at particular moments in time.

Activity diagram



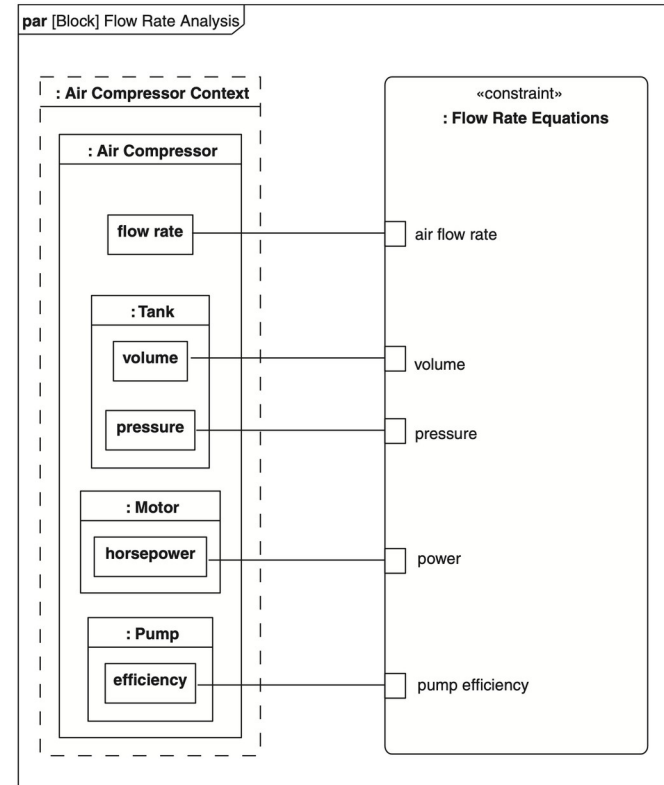
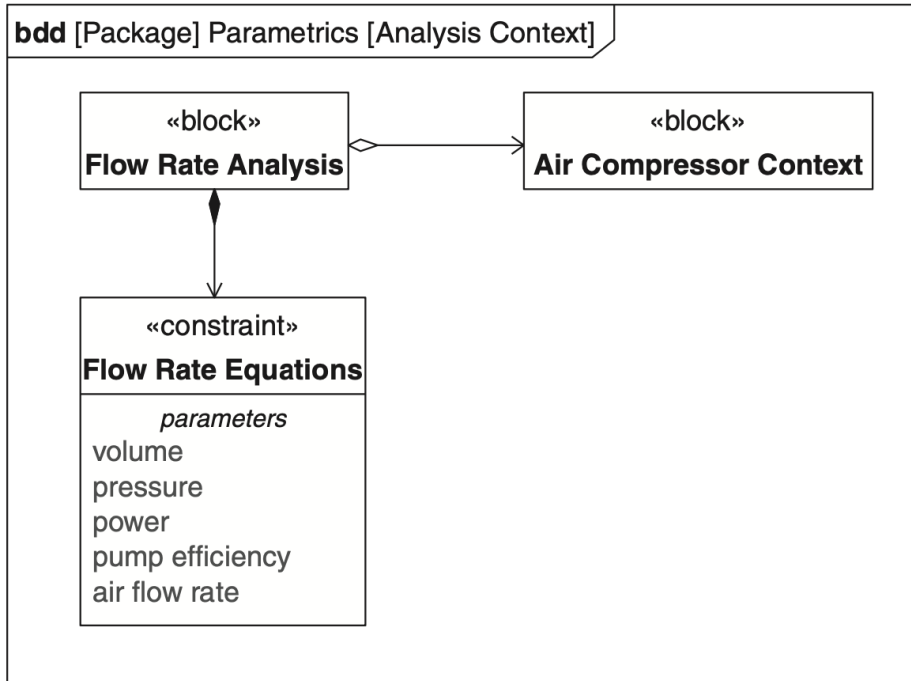
Activity diagram



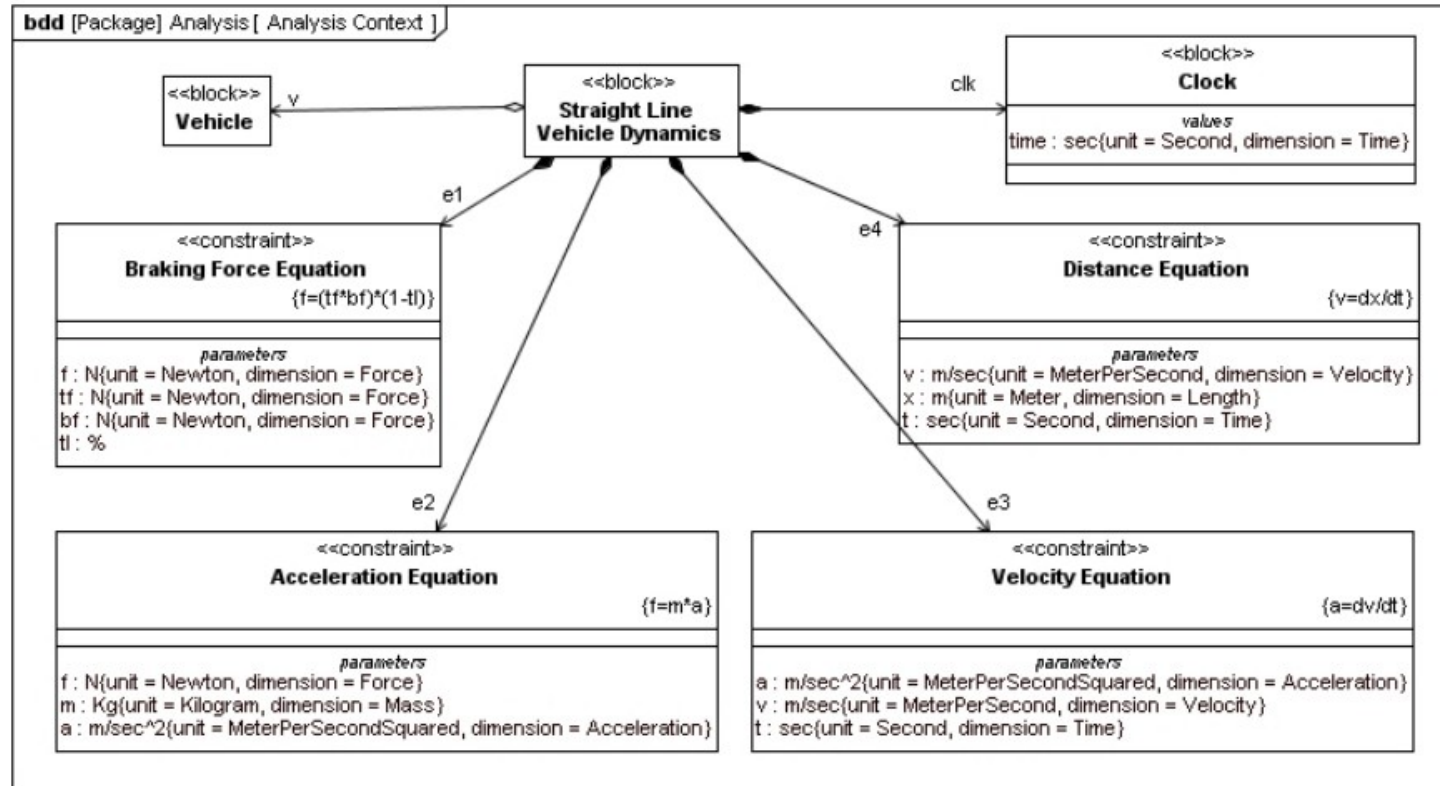
Parametric diagram

- Expresses constraints
 - generally, equations and inequalities
 - determine the values that are valid in a system that's operating nominally.
- Can express constraints/equations between value properties
 - Provides support for engineering analysis (e.g., performance, reliability)
 - Facilitates identification of critical performance properties
- Constraint block captures equations
 - Expression language can be formal (e.g., MathML, OCL) or informal
 - Computational engine is provided by applicable analysis tool and not by SysML

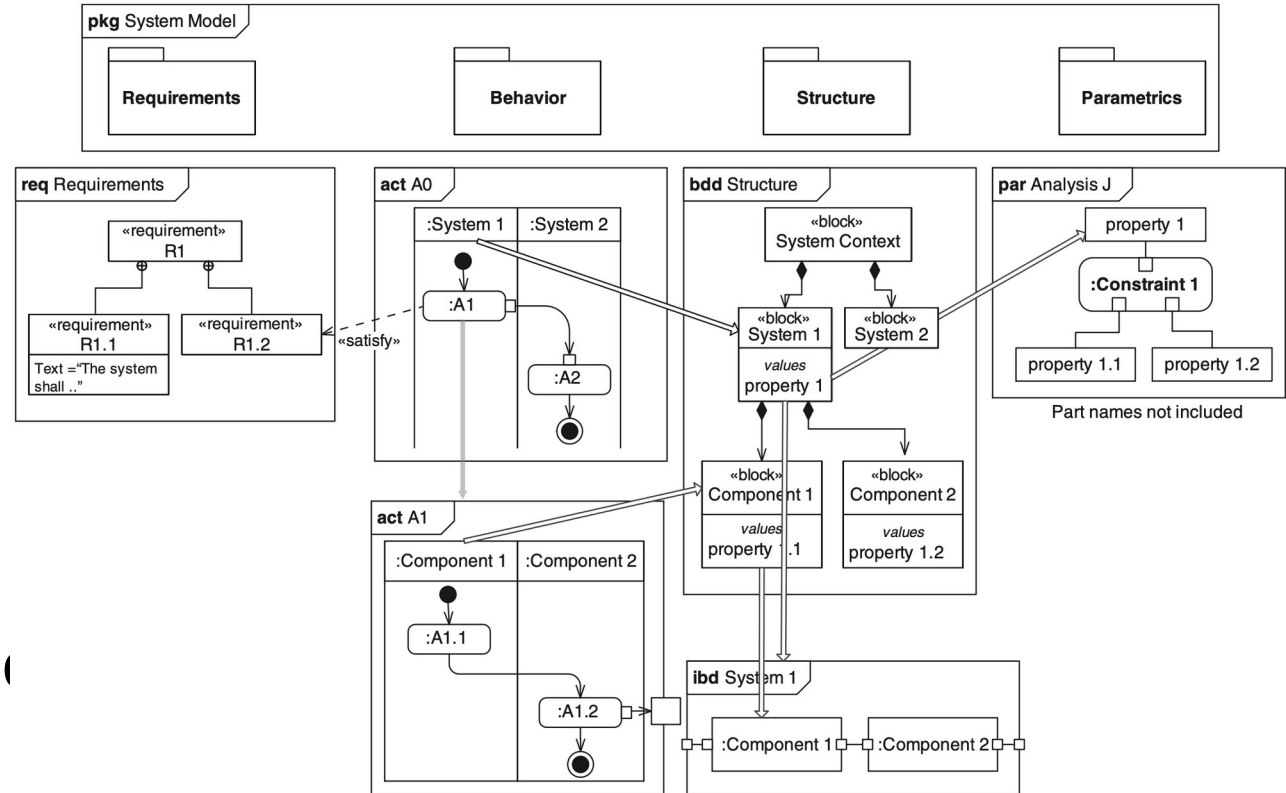
Parametric diagram



Parametric diagram

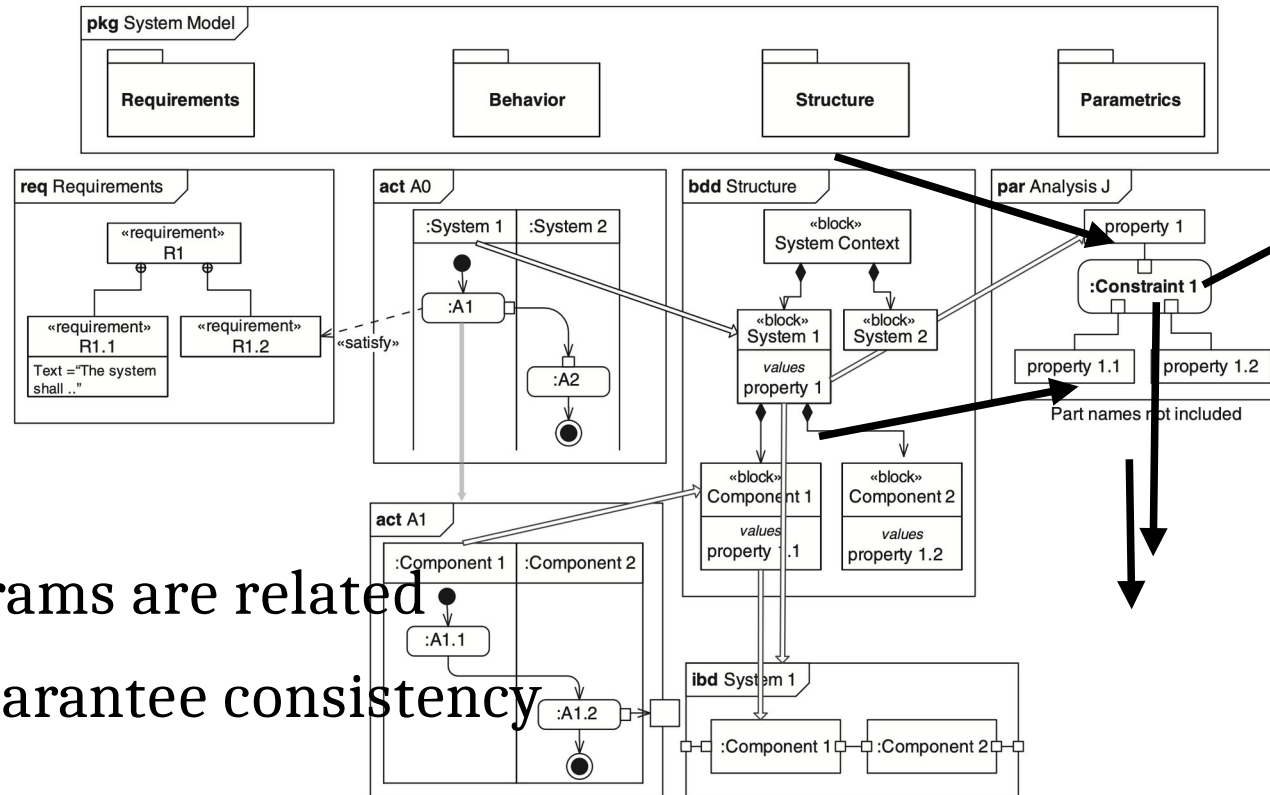


SysML-Lite



- All diagrams are
- Tools guarantee (

SysML-Lite



- All diagrams are related
- Tools guarantee consistency

Next on PSIS

- Inter-Process communication
 - The Linux Programming interface
 - Oracle Solaris 11.4 Programming Interfaces Guide
 - Inter-Process Communication (IPC) in Distributed Environments: An Investigation and Performance Analysis of Some Middleware Technologies